

ABSTRACT

5 A non-linear editing (NLE) system for editing and/or modifying 3D animation information comprises elements represented by clip objects which can be positioned and/or manipulated relative to a time line. The elements can comprise conventional 1D (audio) or 2D (video) information or can comprise 3D animation information which can include animation objects and animation parameters associated with them, as well as 2D renderings of those objects. Positioning and/or manipulation of clip objects representing 3D animation elements can result in alteration of the 2D rendering and or re-rendering of the 3D information, as appropriate.